

Projector

CP-X8150/CP-WX8240

User's Manual (detailed)

Operating Guide – Drawing function

Drawing function

Main Functions

Drawing function enables you to draw on the projector's screen with USB mouse or tablets connected to the **USB TYPE A** ports.

✓ Drawing on projected images

You can draw pictures or text on images projected by our projectors.

NOTE • Authorization by the copyright owner(s) is required pursuant to including visual images, if such works are copyrighted works.
• This drawing function may not work depending on the image signal.

✓ Saving and displaying drawn images

You can save images with pictures or text drawn on them to a USB memory device and then retrieve the saved images and display them again later.

NOTE • A USB memory device is necessary to use this function. In addition, if your projector only has one available **USB TYPE A** port, you will also need a USB hub.
• Copyright protected images cannot be saved.

✓ Use as a simple mouse

The Hitachi Pen tablet / USB mouse can be used as a simple mouse of a computer connected to a projector.

NOTE • To use this function, a USB cable is required to connect the computer and the projector.
• Some Hitachi Pen tablets and USB mouse devices may not operate properly.

Connecting the Pen tablet / USB mouse and USB Memory Devices

Connect into the **USB TYPE A** port on your projector.

To save an image that has been drawn, a USB memory device must also be connected to a **USB TYPE A** port of the projector.

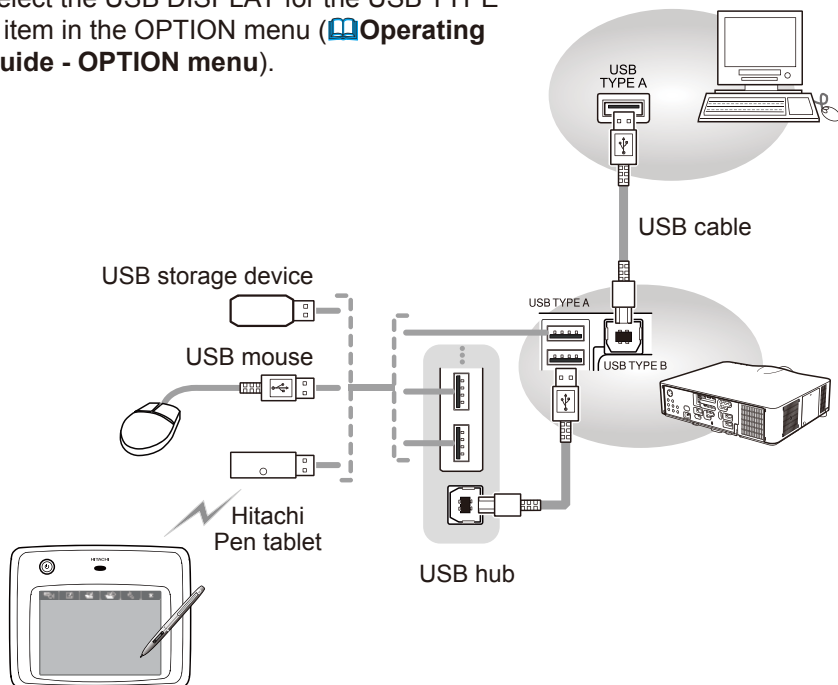
If the projector only has one available **USB TYPE A** port, use a USB hub to connect both devices.

NOTE • Some USB memory devices and/or USB hubs may not operate properly.
 • Before removing the USB storage device from the port of the projector, be sure to use the REMOVE USB function on the Thumbnail screen to secure your data ([Operating Guide - PC-LESS Presentation](#)). If you do not run the REMOVE USB function and remove the USB storage device, the time stamp may not be recorded correctly.

Connecting the Computer and Projector with a USB Cable

In order to use the Hitachi Pen tablet / USB mouse in place of the computer's mouse, connect the **USB TYPE B** port of the projector with a USB (A) port of the computer with a USB cable.

Select the USB DISPLAY for the USB TYPE B item in the OPTION menu ([Operating Guide - OPTION menu](#)).



Example of connections

Using the Drawing Function

Touching/clicking Hitachi Pen tablet / USB mouse function key starts up the drawing mode. A tool bar like the figure below is displayed on the projector screen while in the drawing mode. Touching/clicking an icon on the tool bar enables the following functions. Touching anywhere on the tool bar except an icon and dragging moves the toolbar.



NOTE • Images may be copyrighted, in which case, permission from the copyright holder is necessary for use, in accordance with the copyright act and other applicable laws.

• The drawing function does not support drawing on images from the **LAN** port or the **USB TYPE B** port of the projector. If you operate the Hitachi Pen tablet / USB mouse while these images are displayed, the input source may automatically switch to **USB TYPE A** port.

1. Pen



Selects the pen function.



The cursor turns into a **Pencil** ; dragging it draws a line of the specified pen color and size.



The cursor turns into a **Laser Pointer** . Dragging it does not draw a line.

2. Pen color



Selects the **Color** of the line drawn by the **Pencil**.



Specifies **Black**.



Specifies **Red**.



Specifies **Blue**.

3. Pen size



Selects the **Thickness** of the line drawn by the **Pencil**.



Specifies **1-dot**.



Specifies **3-dot**.




Specifies **5-dot**.

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Using the Drawing Function (continued)

4. Eraser



Switches the electronic pen function to that of an eraser and specifies its size. The cursor turns into an **Eraser** ; dragging it erases previously drawn lines.



Specifies a **12-dot Eraser**.



Specifies a **20-dot Eraser**.



Specifies a **28-dot Eraser**.

5. Erase



Erases all the lines drawn with the pen.

6. Projector Operation



Operates the projector.



Calls up and display the previous file in the USB memory device from that currently selected. This function is available when the projector is displaying a file from a USB memory device.



Calls up and display the next file in the USB memory device from that currently displayed. This function is available when the projector is displaying a file from a USB memory device.



Displays thumbnails of files recorded on a USB memory device. You can display an image onto the projector screen by touching its thumbnail.



Saves the image on the projector screen, along with any text or pictures drawn, onto a USB memory device connected to the projector.

- Files are saved with the file name "Pxxx.bmp" (where xxx is a consecutive number) into a folder named "PJ_Capture". If it does not already exist, a "PJ_Capture" folder is created automatically.
- The time stamp of saved files are as per the date and time settings of the projector. Check the DATE AND TIME setting for WIRELESS SETUP or WIRED SETUP in the NETWORK menu ([Operating Guide - Network menu](#)).
- The tool bar is not saved.
- Copyright protected images cannot be saved.
- Drawing with this function is not saved to the projector's "MyScreen".

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Using the Drawing Function (continued)

6. Projector Operation (continued)



Temporarily blanks out the display.
Touching anywhere in the tablet's operation area recovers the display.



Toggles between display/hide the Pattern (grid lines).



Cycles through the display source signals.

- It can be used in the same way as the **INPUT** button on the projector's control panel. However, images cannot be selected from **LAN** port or **USB TYPE B** port.



Turns off the projector.

Touch/click the icon for three seconds or so.

- If you turn the projector off while using the drawing function, any unsaved drawings will be lost.

7. Mouse Operation



When the computer screen is displayed, this function operates the computer like a simple mouse or keyboard.

- In order to use this function, connect the **USB TYPE B** port of the projector with a USB (A) port of the computer via a USB cable. Then select MOUSE for the projector's USB TYPE B function setting.



Works like the Page Down button on a keyboard.



Works like the Page Up button on a keyboard.



Works like the left-click button on a mouse.



Works like the right-click button on a mouse.



Moves the mouse's cursor in the direction of the arrow.

8. Exit



Closes the tool bar and exits the drawing function.

- When exiting the drawing mode, all unsaved drawings are lost.

9. Minimize



Minimizes the tool bar.



Touching the minimized tool bar icon displays the tool bar again.